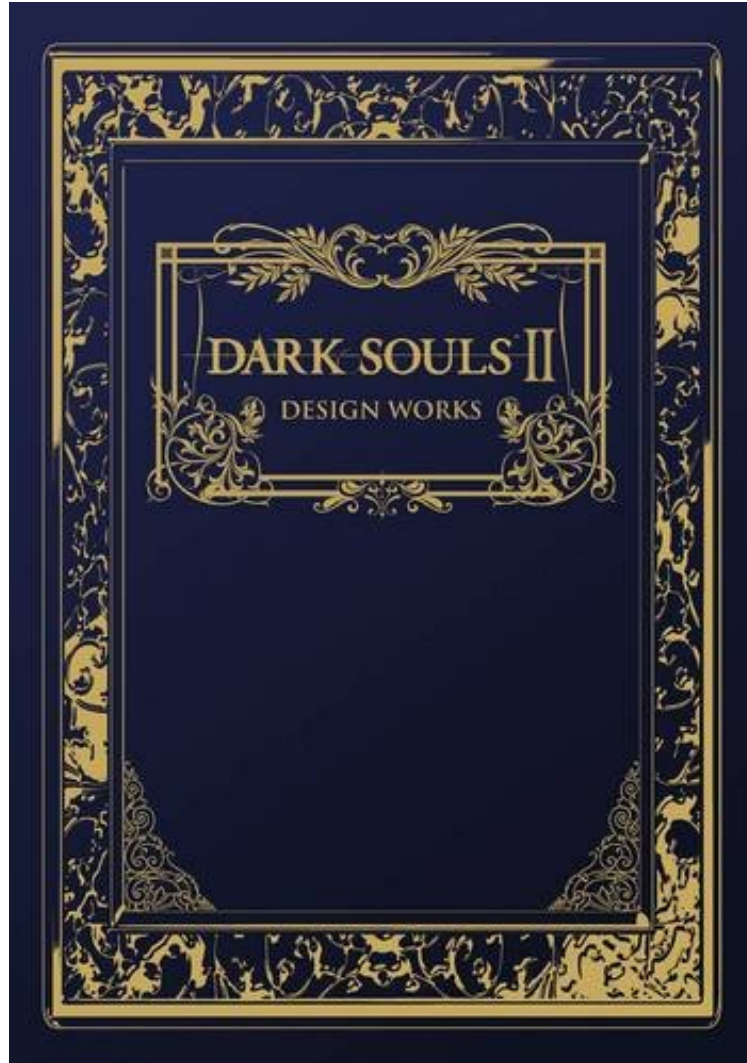


[Free] Dark Souls II: Design Works

Dark Souls II: Design Works

From Udon Entertainment

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From Udon Entertainment : Dark Souls II: Design Works before purchasing it in order to gage whether or not it would be worth my time, and all praised Dark Souls II: Design Works:

51 of 52 people found the following review helpful. Another great Design Works with almost twice the content of the first oneBy HollowittzI am a huge fan of Dark Souls and Bloodborne and like the games this art book is stunning. The first Design Works was awesome but I felt it was quite short on content with only 128 pages. This Design Works takes a major step up and nearly doubles the content and has a whooping 240 pages. The book is very well made with a nice dust jacket, thick pages, and a hard cover. Every page of the book has the pictures numbered with a description saying what each is a picture of. Also throughout the book is there is a little bit of commentary on certain pictures of the

creators talking about the art. Another cool thing about the book is that you get to see early designs of things. An example is that there is a picture of the entrance to the Grave of Saints and the description says "Grave of Saints (Entrance: Early Design)" and the picture shows the entrance appearing to look like the head of a mouse (I will include a picture) which is really cool and they should have used that in the game. The contents of the book are: Concept Visuals- 10 pages. This section is just some concept art of various things like a knight fighting a dragon, scenery of a mountain, a knight kneeling in front of a burnt out bonfire, and other various things. The art is very crisp, clear, and very stunning. Chapter 1: Concept Art Dark Souls 2- 146 pages. This is where the book gets good and it starts out with lots of concept art of various locations in the game such as Majula, Forest of the Fallen Giants, Drangleic Castle, The Gutter, and all the other locations. After that the bosses come in and the art here is amazing. You get to see a front view and a back view of them along with art of the weapons each boss uses. After the bosses you get some very detailed art of normal enemies. One of them is the Ogre which has a designer comment saying "I wanted it to seem almost cute, so I included rhino and hippo-like details in its design". Ha I didn't think it was cute at all especially considering all the times I died from it in the game:(Other enemies are Hollowed Soldiers, Heide Knights, Mounted Overseer, and lots more. The art of all the enemies really is quite something and it really brings out their distinct "Hollowness" if that's the right word. They are very detailed and just look spot on. Next are the NPC art which like the enemy art shows both front and back views of the characters. The art is once again very nice and you even get a picture of Sweet Shalquoir (the cat for those of you who don't know). Finally at the end of the chapter is some art of gear that doesn't associate with any particular character in the game. Chapter 2: Concept Art Dark Souls 2 The Lost Crowns DLC- 44 pages. This chapter is like the first except that it shows enemies, locations, weapons, armor, and items from the DLC. Chapter 3: Special Contents- 38 pages. This chapter has an interview with the designers which I found to be very interesting and definitely a reason of its own to get this book if your a diehard fan of the game. After that there are some pictures of various promotional items and some sweet concept art. Finally to end this wonderful book you get a list of all the Dark Souls 2 staff who deserve my applause and thanks for making some of the greatest games ever. Overall this book was a huge improvement over the first Design Works since it has nearly double the content. The artwork is beautiful, stunning, detailed, and crisp. The quality of the book is top notch and I cant recommend this enough for Dark Souls fans, Bloodborne fans, or even if you just want some "dark" art work. 8 of 8 people found the following review helpful. A must own for any Souls fan By JJ M. I've been a Souls fan since Demon's Souls surprised us in 2009. With every Souls game From Software has created worlds that are beautiful and horrifying. I loved Dark Souls Design Works and when I saw one for Dark Souls 2 it was an instant pre-order. The book is twice the size of the first one, with a gorgeous dust jacket and cover. The pages are quality paper. And the artwork...wow. It's an impressive book. I'm eagerly awaiting the inevitable Design Works for Bloodborne and Dark Souls 3. I won't even hesitate to buy. 1 of 1 people found the following review helpful. beautiful... should have been in the special edition By unpreparedtodie Dark Souls special edition boxes have always been a disappointment. Skyrim came with a cheap plastic dragon statue, and a large thick art book that was every bit as exhaustive as any Disney art-of book. Impressive. Dark souls 2 came with a large but unimpressive plastic statue of a knight, and a very small, thin art book that only includes a handful of pages with key art of a few characters and monsters. Dark Souls 1 included even less. This is the art book you'll want. A great book with plenty of nice, creative imagery that went into designing the character, creatures and areas of the game. My only complaint would be that it only reaches the same level as that Skyrim book... A book that came included in the special edition of the game. This book is fantastic, but at a high additional cost. Still, at least we have a full fledged art book rather than just the novelty gimmick that comes with the game. Include books like this with the game and I will start buying the special editions again in a heartbeat. Love this book. It's twice as thick as the Dark Souls 1 version... Which is also a must have for fans. Lets hope they put one out for Dark Souls 3 without delay.

Collecting the dark and haunting artwork behind the critically-acclaimed Dark Souls II in a prestigious hardcover tome. Dark Souls II: Design Works features armor and weapon designs, character concepts, creatures, locations, rough sketches, an exclusive interview with the game's creators, and more!